Pre-Character Generation Detail Game
Any System

GM and Player each roll and record 5d6.

Starting with the player, they each take turns filling in a blank and assigning one of their d6 rolls to that blank. On their turn, they can each choose a new blank to fill in or "trump" a prior filled in blank by placing a higher dice upon it. After all dice are assigned, character generation can continue as normal.

Physicality (with examples)
My best physical attribute is (blank(ex. PC 5 my beauty) while my worst is (blank (ex. GM 4 my frequent flatulence.) (Here, if they wish to, the PC could trump the GM's 4 with a higher number and change the worst physical attribute.)

Background/Past
When I was young I (blank), that caused me to (blank)

Behavior
I often (blank) and unfortunately, I also tend to (blank)

Skills
I am really good at (blank) but I am terrible at (blank)

Hobby/Vice
I enjoy (blank) but I can't help but (blank)

Motivation
What I desire most in life is (blank)

Optional Rule
The PC averages his 5d6 rolls, and can place bonuses equal to that number to his starting attributes based on above info.